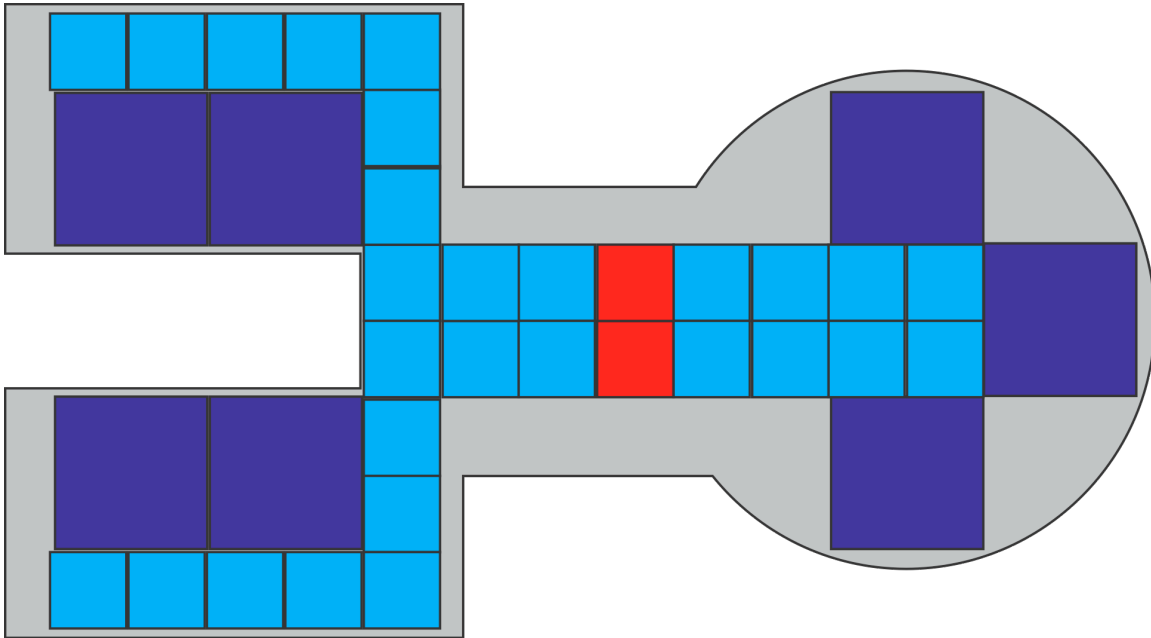


# *SPACE RESCUE*

A Game Concept by: John Doran



Space Rescue is a 2-4 player game where people have 20 turns to get as many people out of the ship and get to the escape pod for safety.

components:

1 - Board

4 - Playing Pieces

50 - Passenger tokens

winning:

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At the end of 20 turns, the player on the red square that has the most passenger tokens with him wins the game!

## setup:

Players may set their piece on either of the two red squares in the middle of the ship. Place the Passenger tokens in a spot where anyone that is playing can get to them easily. Give a die to each player and have him or her roll the die. Whoever gets the highest score goes first. Play then moves clockwise.

## gameplay:

Each player is placed on the center of the ship, and from which rolls a 6 sided die each turn for movement. A player may only enter a room (the large dark blue buildings) on a perfect roll into that room. Upon getting to that room, roll a 6 sided die and read the chart to see what is in the room. Place the passenger tokens into the rooms as they become into play. Players may take one willing person into their party if they are in the same room. To get people that refuse to come, stay there a turn and roll a die. On a 3 or above they will join you.

**1 – 2 passengers that refuse to come along with you**

**2 – 1 passenger that refuses to come along with you**

**3 - 1 passenger that refuses to come along with you and 1 other passenger**

**4 - 1 passenger**

**5 – 2 passengers**

**6 – 3 passengers**

Players may only have one Passenger with them at a time. When they move to one of the center red squares, players may stay there a turn to help them into an escape pod. When they deposit the passenger in the escape pod, the player may put them in front of them.